The Family Software Spectacular™

BUY 3 GET 1 FREE!

SPINNAKER®

We make learning fun.

LEARNING FUN FOR THE WHOLE FAMILY . . .

If you'd like to make learning fun for your family, meet Spinnaker's family of computer learning programs.

Spinnaker learning programs are more than just computer games. Because along with fun, challenge and excitement, they offer something that is very important: true educational value.

And the Spinnaker family of titles is designed to suit the particular educational needs of the three key age groups . . . .

The EARLY LEARNING SERIES™ (Ages 3-7) teaches basic skills such as number and letter recognition, counting and keyboard familiarity, all fundamental skills necessary for more advanced learning.

The LEARNING DISCOVERY SERIES™ (Ages 6-10) employs and develops skills that children initially learn in school. These skills, which improve with practice, include writing, arithmetic and basic computer programming.

The LEARNING ADVENTURE SERIES™ (Ages 9-15 and 12-Adult) utilizes role-playing simulations to improve a player's ability to analyze problems and develop and implement strategies to solve them. The two new HOMEWORK HELPER™ programs for writing and math word problems provide methods for improving these important skills.

Fisher-Price™ Learning Software

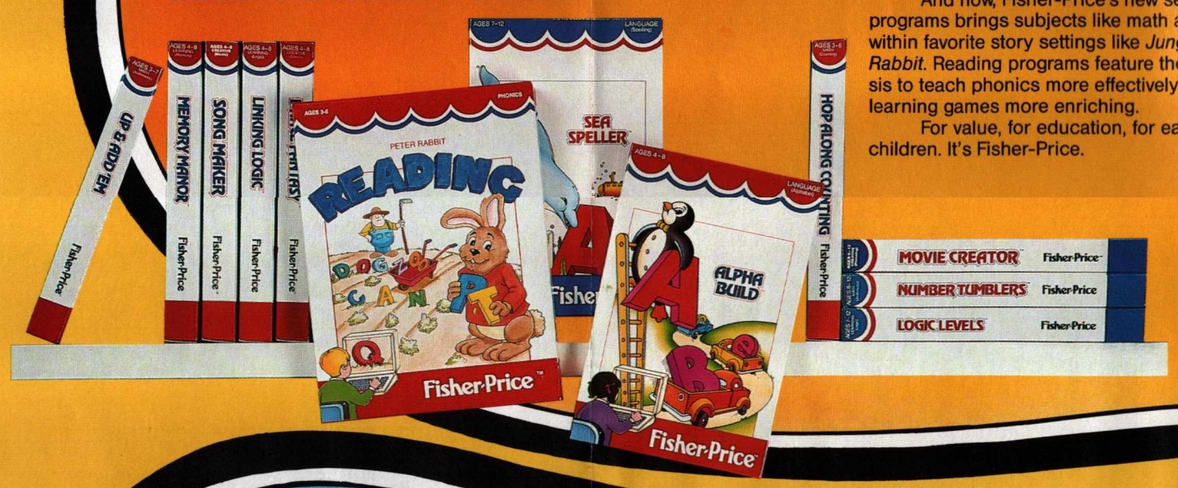
THE BEST IN EDUCATION FOR CHILDREN . . .

For years, Fisher-Price has been helping children develop important skills as they play. And now that children are growing up in a world with computers, Fisher-Price Learning Software offers exciting new experiences.

With children in mind, Fisher-Price Learning Software was designed to address five key areas of learning development: math, language, creativity, basic learning skills and computer literacy. And Fisher-Price games are carefully designed for two distinct age/skill levels: for children under 8 years old and for children up to 12 years old.

And now, Fisher-Price's new selection of storytime programs brings subjects like math and reading to life within favorite story settings like *Jungle Book* and *Peter Rabbit*. Reading programs feature the use of voice synthesis to teach phonics more effectively and make the learning games more enriching.

For value, for education, for ease of use, for children. It's Fisher-Price.



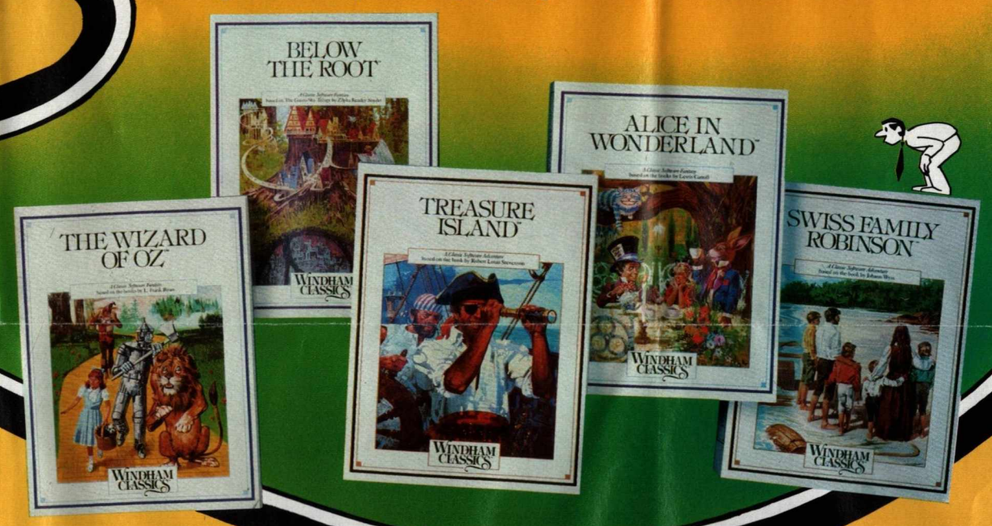
WINDHAM CLASSICS™

CLASSIC NOVELS COME TO LIFE . . .

Treasure Island, Alice in Wonderland, Wizard of Oz and more. Generations have enjoyed them. Millions have read them. And now for the first time, classic novels have come to life in a new line of software—Windham Classics.

Designed for players ages ten through adult, Windham Classics are highly interactive adventure games that place you in the role of the main character. So instead of just reading what happens, you'll actually find out through first hand experience—by exploring new worlds, by talking to the characters and by making challenging, creative decisions.

With hours of rich and rewarding play, each adventure offers full-color graphics, music and sound effects, easy to use instructions and special help features like WordWindow™, to make game play even smoother and more fun. There's also a free poster with helpful hints to assist you in your adventure. Best of all, Windham Classics are a challenging new way to experience some of the best stories ever written.



TELARIUM™

FOR SCIENCE FICTION AND MYSTERY FANS . . .

The future of fiction is Telarium software.

It's got great plots. Great characters. And it's created by great authors. But it isn't like any fiction you've ever read before. And it's certainly not like any other software.

That's because Telarium is the only line of interactive software based on some of the greatest science fiction and mystery books of our time. Books written by authors like Arthur C. Clarke, Ray Bradbury, Michael Crichton and Erle Stanley Gardner. Authors known the world over for the mastery of their storytelling.

But now instead of just turning the page to find out what happens next, you experience it yourself. In Telarium interactive adventures, you find yourself in the center of the action—and completely in control.

If this sounds slightly incredible to you, it should. After all, you didn't expect the future of fiction would be anything less, did you?

BetterWorking™

From Spinnaker

NEW FOR THE DECISION MAKERS . . .

Better Working Software—Top-flight features at down-to-earth prices.

Better Working is a comprehensive line of powerful and easy to use software that helps you organize and manage information more efficiently and effectively. Better Working programs—SPREADSHEET, FILE & REPORT and WORD PROCESSOR WITH SPELLCHECKER—all save time by eliminating the paperwork and frustration that normally accompany the day-to-day management of your home and/or small business.

Better Working programs include informative help-screens and clear, concise manuals to enhance ease of use. And with their wide array of features, they are powerful enough to grow with you and meet all your future information needs. Use Better Working software to make financial decisions, track hobbies or business inventories, and to write reports and letters.

And, what's more—all Better Working products integrate for increased power and flexibility. For example, you can merge data from FILE & REPORT with WORD PROCESSOR to produce personalized standard letters. Or transfer information from FILE & REPORT to SPREADSHEET to perform advanced calculations and analysis.

Better Working Software—Powerful, easy to use and affordable.

And with a selection like this, you can't miss because

The Family Software Spectacular™

offers something for everyone– all ages, all interests.

SPINNAKER®
We make learning fun.

THE LEADER IN LEARNING FUN
FOR THE WHOLE FAMILY

Fisher-Price™ Learning Software

EDUCATIONAL SOFTWARE FROM
THE MOST TRUSTED NAME IN
CHILDREN'S PRODUCTS

WINDHAM CLASSICS™

THE INNOVATIVE NEW LINE OF
GRAPHIC ADVENTURES BASED
ON ALL-TIME CLASSIC NOVELS

TELARIUM™

THE EXCITING NEW
INTERACTIVE ADVENTURES
BASED ON SOME OF THE
GREATEST SCIENCE FICTION
AND MYSTERY BOOKS
EVER WRITTEN

BetterWorking™
From Spinnaker

THE BREAK-THROUGH BRAND
OF POWERFUL, EASY TO USE
AND AFFORDABLE HOME
PRODUCTIVITY SOFTWARE

CHOOSE TITLES FROM THE HOTTEST NAMES IN HOME SOFTWARE

● = Disk ■ = Cartridge ● = Joystick required ★ = Joystick or Mouse required

SPINNAKER SOFTWARE
The EARLY LEARNING SERIES

	COMMODORE™ 64 and 128	ALL ATARI®	APPLE® II+, IIc and IIe	IBM® PC and PCjr.
COUNTING PARADE™ Children learn basic arithmetic in a jungle full of colorful animals. Ages 3-6.	●		★	
EARLY LEARNING FRIENDS™ A collection of three exciting games which develop early learning skills. Ages 3-6.	●			
ALPHABET ZOO™ A new way to learn letters, numbers and sounds. Ages 3-6.	● ■	● ■	●	●
FACEMAKER™ Children learn computer basics while creating and animating funny faces. Ages 3-6.	● ■	● ■	●	● ■
KINDERCOMP™ Six fun areas of learning activity teach reading readiness and counting. Ages 3-7.	● ■	● ■	●	● ■
KIDS ON KEYS™ Three colorful games teach the location of letters and numbers on the keyboard. Ages 4-9.	● ■	● ■	●	● ■
GRANDMA'S HOUSE™ Children visit many places while developing planning and task completion skills. Ages 4-8.	●	●	★	●

The LEARNING DISCOVERY SERIES

DELTA DRAWING™ Develop programming skills while creating wonderful graphics. Ages 7-10.	■	■	●	●
STORY MACHINE™ Children animate sentences while learning the basics in sentence structure and grammar. Ages 5-10.	■		●	●
RANCH™ Choose from a variety of characters to create your own wild west stories. Ages 5-10.	■			
KIDWRITER™ Use colorful pictures and a text to create a story book that you can print out. Ages 6-10.	●	●	●	●
FRACTION FEVER™ Children learn all about fractions as they hop across the screen on a pogo stick. Ages 8-10.	■	■	●	● ■
SUM DUCKS™ A captivating game that combines colorful animation with basic addition, subtraction, division and multiplication. Ages 6-10.	●		●	
MATH BUSTERS™ Subtract the math monsters from the world with the correct equations. Ages 8-14.	●	●	●	

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SPINNAKER SOFTWARE (Cont'd)
The LEARNING ADVENTURE SERIES

	COMMODORE™ 64 and 128	ALL ATARI®	APPLE® II+, IIc and IIe	IBM® PC and PCjr.
IN SEARCH OF THE MOST AMAZING THING™ Develop your ability to make practical use of numeric quantities in decision making on a quest to find the most amazing thing in the universe. Ages 9-15.	●	●	●	●
PRESIDENT'S CHOICE™ Will you be re-elected? Try to manage the economy and find out. Ages 12-Adult.				●
ROCK 'N RHYTHM™ Write, play and record your own music using drums, bass and keyboard. Ages 10-Adult.	●	●		
SNOOPER TROOPS® Case #1 Practice reading comprehension and note taking while trying to discover who's haunting the old Cable family mansion. Ages 9-15.	●	●	●	●
SNOOPER TROOPS® Case #2 Practice reading comprehension and note taking as you try to find out who stole Lily the Dolphin. Ages 9-15.	●	●	●	●
ADVENTURE CREATOR™ Program your own adventures using traps, mazes, monsters and more. Ages 10-16.	■	■	●	
NEW! HOMEWORK HELPER™: WRITING Develop good writing habits as you follow a step-by- step approach to writing successful book reports, essays and research papers. Grades 7-12. Avail. Fall '85.	●		●	●
NEW! HOMEWORK HELPER™: MATH WORD PROBLEMS Sharpen your math skills as you use this interactive, two-part program designed to help you understand and solve math word problems. Grades 7-12. Avail. Fall '85.	●		●	●

FISHER-PRICE

SONG MAKER™ A variety of endearing characters teach early music concepts. Ages 4-8.	■			
UP & ADD'EM™ Learn basic arithmetic with the help of colorful balloons and graphics. Ages 3-7.	● ■		●	●
CARTOON PROGRAMMER™ The animation of a variety of colorful scenes teaches basic computer programming. Ages 5-10.	●			
MEMORY MANOR™ Children use memory and planning to succeed in this game of concentration. Ages 4-8.	■	■		
ALPHA BUILD™ Match letters from the letter trucks to make words that build the alphabet city. Ages 4-8.	● ■		●	●

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FISHER-PRICE (Cont'd)

	COMMODORE™ 64 and 128	ALL ATARI®	APPLE® II+, IIc and IIe	IBM® PC and PCjr.
HOP ALONG COUNTING™ Learn how number symbols represent quantities with Mother Rabbit and her baby bunnies. Ages 3-6.	■			
DANCE FANTASY™ Children put their creativity to work creating modern dances with musical accompaniment. Ages 4-8.	■	■		
LINKING LOGIC™ A game of logic with mazes, ladders, bridges and more. Ages 4-8.	■	■		
NEW! PETER RABBIT READING Voice synthesis is used to teach the sounds of vowels and consonants. Ages 3-6.	●		●	
NEW! PETER AND THE WOLF MUSIC A classic way for children to learn basic music concepts. Ages 3-7.	●		●	
LOGIC LEVELS™ Children use planning and concentration skills to guide a bouncing ball through colorful mazes they have created. Ages 7-12.	● ■	■	●	
MOVIE CREATOR™ Children use creative skills to produce their own movies. Ages 6-12.	●			
SEA SPELLER™ Learn spelling rules and patterns as a dolphin leads the way to a deep-sea spelling challenge. Ages 7-12.	● ■		●	●
NUMBER TUMBLERS™ An action-packed race that teaches addition, subtraction, multiplication and division. Ages 8-12.	■			
NEW! JUNGLE BOOK READING A challenging adventure into the world of reading comprehension using voice synthesis. Ages 6-9.	●		●	
NEW! THE FIRST MEN IN THE MOON MATH A math word problem voyage into the moon. Ages 9-12.	●		●	

WINDHAM CLASSICS

TREASURE ISLAND™ As young Jim Hawkins, search for pirate gold and for a way to outwit cunning Long John Silver. Ages 10-Adult.	●		●	●
ALICE IN WONDERLAND™ As Alice, you'll meet the Mad Hatter and other famous characters on your journey through Wonderland. Ages 10-Adult.	●		●	
THE WIZARD OF OZ™ You may recognize some of the unusual characters you'll meet as you make your way to the Emerald City. Ages 10-Adult.	●		●	●

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WINDHAM CLASSICS (Cont'd)

	APPLE® Macintosh™	COMMODORE™ 64 and 128	ALL ATARI®	APPLE® II+, IIc and IIe	IBM® PC and PCjr.
SWISS FAMILY ROBINSON™ You and your family face the challenge of survival on a deserted tropical island. Ages 10-Adult.	●			●	
BELOW THE ROOT™ Your role in this modern classic is to uncover a hidden secret and save the mysterious land of Green Sky from a resurgence of violence. Ages 10-Adult.	●			●	●

TELARIUM

AMAZON (Michael Crichton) As a special agent for a high tech company, journey to one of the most dangerous, unexplored areas on earth—the Amazon. Ages 16-Adult.	●	●		●	●
DRAGONWORLD (Byron Preiss/Michael Reaves) You are Amsel of Fandora. Scientist, researcher and something of a visionary. Only you can save the Last Dragon. Ages 16-Adult.	●	●		●	●
FAHRENHEIT 451 (Ray Bradbury) As Montag, rebel Fireman in a futuristic police state, join the Underground and restore freedom to the world. Ages 16-Adult.	●	●		●	●
RENDEZVOUS WITH RAMA (Arthur C. Clarke) Your orders: rendezvous with a mammoth alien space-ship, explore it and return home—if you can. Ages 16-Adult.	●	●		●	●
SHADOWKEEP (Alan Dean Foster) Set forth with your band of adventurers to recapture the Shadowkeep with its mazes and monsters. Ages 16-Adult.		●		●	●
NEW! PERRY MASON: THE CASE OF THE MANDARIN MURDER (Erle Stanley Gardner) As Perry Mason, world-famous criminal lawyer, you're faced with high court drama. Ages 16-Adult.		●		●	●
NEW! NINE PRINCES IN AMBER (Roger Zelazny) You are Corwin, a prince fighting for the throne of the one true perfect world—Amber. Ages 16-Adult.		●		●	●

BETTER WORKING

SPREADSHEET Combines a full-featured spreadsheet with basic word processing functions and the sorting capabilities of a data base to handle calculations and text with equal ease.	●			●	
FILE & REPORT Combines an extensive filing program with a powerful report generator that performs calculations for quick and accurate decision making. (Ap: Integration requires 2 disk drives.)	●			●	
WORD PROCESSOR WITH SPELLCHECKER Combines a full-featured word processor with the 50,000 word American Heritage Dictionary spellchecker which detects over 99% of commonly misspelled words.	●			●	

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Great selection, great prices, great savings.

HERE'S HOW TO ORDER:

REMEMBER, TO RECEIVE A FREE PRODUCT, YOU MUST PURCHASE ANY THREE TITLES FROM THE PARTICIPATING BRANDS (IN ANY COMBINATION) AND MAIL YOUR ENTRY NO LATER THAN JANUARY 31, 1987.

1. Start by saving the receipt(s) from your software program purchases. (It is not necessary for software purchases to appear on one receipt. Photocopies of the receipt(s) are accepted. Receipts must be dated BETWEEN JULY 1, 1985, AND JANUARY 31, 1987.)
2. Cut the proof-of-purchase tab from each of the three user manuals that come with the programs. (Photocopies **not** accepted.)
3. Attach the purchase receipt(s) and the three original proof-of-purchase tabs to one separate sheet of paper.
4. Fill in the form below and place the completed form in an envelope with:
   a. A sheet of paper with three original proof-of-purchase tabs and your purchase receipt(s).
   b. A check or money order for $3.50 to cover postage and handling. (Canada residents please send $5.00 for postage and handling.)

Make check payable to THE FAMILY SOFTWARE SPECTACULAR and mail envelope to:

THE FAMILY SOFTWARE SPECTACULAR
P.O. Box 1327
Cambridge, MA 02238

ORDER FORM

To receive your free program, this form must be filled out completely. Please print.

Free Product Chosen:

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Address _____

City _____ State _____ Zip _____

	TITLES PURCHASED	BRAND(s)	DATE OF PURCHASE
1.			
2.			
3.			

Who uses your computer the most? Age _____ ☐ Male ☐ Female

How did you first hear about The Family Software Spectacular?

☐ advertisement ☐ friend ☐ in store ☐ other _____

Magazines you read frequently _____

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Allow 6-8 weeks for delivery of your free software program. Note: All receipts and envelope postmark must be dated prior to January 31, 1987. Offer good in the US and Canada only. Void where taxed, restricted or prohibited by law.

BRP

The Family Software Spectacular™

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The Family Software Spectacular™

BUY 3 GET 1 FREE OFFER

Take advantage of this exciting first of its kind offer. The leading brands of home computer software bring you the Family Software Spectacular—the offer that lets you choose a FREE software program from the best titles on the market today. That's right—purchase any combination of three titles from any of the participating brands during this special offer period—and we'll send you another one of your choice free. That's all there is to it.